

Western Franq

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[Eastern_Lands](#).



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Western Franq, also known as **Franqia**, the **Lands of the Hold**, the **Eastern Kingdoms** (by Nilfgaardians) or the **Great Valley of Franq**, is a region of the [Old Continent](#) located east of the Blue Mountains, connected to the western coast through the Levved Pass, which separates, the Fiery Mountains from the aforementioned range. The region — together with Franq itself — is inhabited by the Nordling ethnic sub-group known as the Franki, whose ancestors were among the first to venture deep inland after the Landing of Exiles brought them from a land beyond the sea.

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Western Franq



Information

Variation(s)

- Franqia
- Lands of the Hold
- Eastern Kingdoms
- Great Valley of Franq

Type

Region

Country

Various

Region

[Far East](#)

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Borders

To the south, Western Franq borders the Korath Desert; to the east, the vast territory of [Kilan-Tal](#) (erroneously referred to by Nordlings as Haakland); to the west, the [western coast](#); and to the north, Franq itself.

Coat of Arms

For a long time, the region did not possess its own coat of arms, instead using

Frank's boar emblem (originally his father's crest). It would not be until the mid-10th century that it gained one of its own, thanks to the potentate Bence the Wise, great-grandson of Ludovic. The new emblem depicted a cup filled with blood spilling over a violet background, symbolizing the importance Western Franq held within the empire as its birthplace (the violet field) and that of its ruling dynasty (the overflowing cup of blood).

After independence, the coat of arms continued to be used by Franqia, and following its dissolution, the various states adopted regional variants of the emblem, believing themselves to be direct successors of both Franqia and the empire.

Occasionally, the coat of arms is still used when the states of Western Franq must address common matters with outsiders and form alliances, though this happens only rarely.

Etymology

The name Western Franq derives from being the westernmost territory settled by the Franki. Franqia, in turn, originates from the legendary Nordling king who led the Franki inland, Frank — later corrupted into Franq — meaning “*land of Frank*.” Meanwhile, *Lands of the Hold* is the name the Westernfranqi give to their homeland, carrying a double meaning: the lands that never bowed to the domination of the steppe peoples, as was the case with Franq, and the birthplace of the only Nordling empire in history, the Sangreal Empire.

History

Very Ancient Times

Originally, Western Franq was simply another inland extension of the Blue Mountains. However, at some point in the deep antiquity of the Old Continent, a massive meteorite struck the range, shattering a large portion of it and giving rise to a vast valley. Over the millennia, the surviving surrounding mountains, along with other factors, created a unique microclimate, which ultimately prevented the region from being consumed by the future Korath Desert.

Pre-Human Times

In pre-human times, what is now Western Franq was inhabited by the lizardfolk, the vrans. In fact, the homeland located east of the Blue Mountains lay more specifically within the valley, in its north-westernmost areas — that is, to the southeast of the aforementioned range. However, at some point during the vran colonization of the Old Continent, the lizardfolk chose to completely abandon their homeland. Today, only ruins remain, which are explored and studied with a mixture of curiosity and fear by the people of the human kingdom that later came to occupy the region.

8th Century

As the first reliable written sources in the Northern Realms were not produced until well into the 11th century After the Resurrection, the earliest history of the Franki is known mostly through oral traditions.

Ancestors of the Franki are said to have arrived in the area of Franq a few years after the Landing of the Exiles. Before that, they sailed past earlier settlements founded by the Exiles in the Pontar Delta, traveling down the Pontar and Ismena rivers, where one of the Franki chieftains, Dezmod, settled in an abandoned elven city he named Vizima and founded the [Kingdom of Temeria](#).

Another Franki chieftain, Wilhelm the Bold, moved southeast, conquering parts of what are now Toussaint, Dol Angra, and the Wastelands; his son Ludovic would later topple the Aen Seidhe king Divethaf.

Other Franki tribes pushed northeast through the Kestrel Mountains, becoming the first humans to penetrate modern Kaedwen, where they founded a small valley chieftdom called Frankthal. In an abandoned elven palace they named Elsborg, they established one of the first major temples devoted to the goddess Melitele.

Over the centuries, the Franki tribal identity diminished, replaced across most Nordling lands by emerging national identities such as Temerians or Toussaintois. A distinct Frank identity, however, continued to be shared by some descendants of Franki settlers east of the Blue Mountains. Their fiefdoms, tributary to the Haaki Ulus, were concentrated primarily in the region called Frenk or Franq and minted a shared currency known as the franc.

At some point during this period, the Franki came into contact with the people of the [Imperium](#) — the first human empire (not to be confused with the later Nilfgaard) — and this encounter inspired certain groups among them.

The Arrival of the Franki in Western Franq

The Franki would reach Western Franq around the 9th century, when those who refused to become tributaries of the Haaki Ulus were expelled from Franq. After a long migration, they arrived in the vast valley. United in warfare against the tribes that had previously settled there, they soon formed their own state under the leadership of the legendary, quasi-mythified king Frank. He had been exiled alongside them from the land he had founded east of the Blue Mountains, giving both the sub-group and the later region of fiefdoms their name.

Supposedly a son of Ludovic, Frank would soon become the first potentate of what later became known as the [Sangreal Empire](#), named in honor of the sacred blood of the monarch who had shown the exiles that submission was weakness and that glory awaited the Franki who followed him.

The Sangreal Empire

Thus, from the 9th to the 11th century, the Sangreal Empire was born, grew, and ultimately fell. At its height, it stretched from Western Franq (later mistakenly identified with northwestern Haakland), through what is now Toussaint — which would become the imperial core — and as far as [Gemmeria](#). Its gradual decline was mainly caused by the exhaustion of the mining resources that sustained the imperial heartland, resources that the empire shared with other emerging powers. In an attempt to avoid bankruptcy and preserve the core territories, the state began steadily shrinking its vast borders. This only delayed the inevitable, and by the 11th century, deprived of wealth and stability, the empire collapsed.

At some point during this period, due to increasing contact with their Nordling cousins, the Franki empire adopted [Common Nordling](#) as its lingua franca, valuing its simplicity due to its creole origins. As a consequence, Western Franq adopted it as well.

Additionally, during this era, the relocation of the imperial center from Western Franq to what is now Toussaint caused significant impoverishment in the previously mentioned region. By the time of the empire's decline, this hardship sparked a series of uprisings that Emperor Victor the Melancholic chose not to suppress, fearing further expenses that might worsen the condition of the territories still under his control. This allowed Western Franq to achieve independence under the name Franquia, distinguishing itself from the broader

region of Franq.

However, this unity did not last long. As was common among the Nordlings, internal disputes soon fractured Franqia, giving rise to the various states that compose the region today. Even so, among the Nordlings of the western coast, the old name endured, and is still occasionally used to refer to the lands of the southern Franki.

11th Century

From the 11th century onward, under the influence of their western coastal cousins, the first reliable written sources began to appear in Western Franq. Among the most notable was the work of Balog Vilmos titled *Historia Terrarum Tenentium*, which compiled a large portion of the oral traditions, extracting their most reliable elements and presenting them in a coherent and understandable form. His work would go on to serve as the foundation for later writings aimed at preserving and interpreting the history of the region.

The Cuchaq Arrival

During the period between 1050 and 1100, when several of the duchies that would later give rise to Kaedwen had not yet become subjects of their invaders the Cuchaq of the East, they managed to end the threat. Their horde — the Silver Horde — was whittled down by the guerrilla tactics of local resistances and by the already-mentioned duchies that continued to defy the invaders. The remnants of the horde were either slain or forced to flee Kaedwen.

Among those who escaped were the Revuqüt, the Clan of the Blue Wolves, who managed to march south, cross the Levved Pass, and reach Western Franq, fleeing the wrath of the future Kaedwenis. There, the clan — seeking to prosper and recover from defeat — eventually worked as a nomadic mercenary army for the various kingdoms of the region, taking part in several conflicts. It was not until the year 1112, after their service in the war against Gutac Vatr, that the king of Alvaym, Samürgf III, granted them a sparsely populated tract of land as a reward.

In this territory, the Revuqüt — already heavily influenced by the cultures of the region — settled down, abandoning their traditional nomadic life and founding the kingdom of Revuqüt-kara, which would become the youngest country in the entire area.

12th Century

The 12th century was a period of relative peace for the region. In fact, many westernfranqi historians would later refer to it as the Century of Peace for that very reason, as fewer than ten conflicts took place over the course of those hundred years. The most notable development of this era was that several kingdoms of Western Franq strengthened their ties with the duchies of what would later become Kaedwen, seeking to gain a measure of influence along the western coast in exchange for keeping the remnants of the Cuchaq Horde under control. It is even believed that this arrangement influenced the rise of the previously mentioned Blue Wolves' country, and that the duchies themselves — inspired by Western Franq's earlier history of unity, with the initiative taken by the one ruled by the Dynasty of the Unicorn — would eventually unite and give birth to the Kingdom of Kaedwen.

The Northern Wars (1263–1272)

During the Northern Wars, many of the countries of the region — especially those located further west and therefore more closely tied to the Northern Kingdoms — showed a willingness to aid their Nordling cousins, mainly through food supplies and military support, fearing they might be the next targets of a Nilfgaardian invasion. Unfortunately, this aid came to nothing, as the Empire, making use of its vassals, managed to block the passage and force the convoys to turn back. Attempts to send assistance through Kilan-Tal were never made, since the Kilantis would have imposed such heavy tolls that the journey would have been futile. In the end, Western Franq was only able to help by receiving refugees.

Even so, both the westernfranqi and the Imperials eventually realized that invading the region would be extremely difficult, and relations with the Empire gradually shifted toward one of mutual respect.

Haaki Invasion of the Northern Kingdoms

Unlike during the Northern Wars, during the Haaki Invasion of the Northern Kingdoms (1350), the countries of Western Franq were able to send aid — albeit limited due to the brutality of the eastern invaders — to their Nordling cousins. This support came mainly in the form of food supplies, as well as a number of volunteers posing as mercenaries to avoid raising suspicion. These volunteers

joined the so-called Northern Front roughly midway through the conflict, when the kingdoms united in order, once again, to defeat an external enemy.

Far Future

By the 18th century, driven by — and based on — designs believed lost from the mage [Ortolan](#) for his bullet thrower, a kind of telekinetic arbalest with a massive storage capacity for lead bullets but very low accuracy, as well as studies thought lost from the [gnomish](#) genius inventor Alfred Nabel concerning explosive substances, the Westernfrangi alchemist Budai Hanipa — who had emigrated to the Nordling Confederation of Colonies of [Fabiola](#) in the [Western Continent](#) — would go on to invent cannons and firearms, albeit in a very primitive form, forever changing the world.

This time, unlike in earlier centuries with Nabel's explosive compound and other lesser-known inventors' creations, the mages were unable to halt the spread of these inventions in time due to the vast territories controlled by the Nordlings. Sooner rather than later, the weapons were replicated and improved by their enemies as well, forcing the magical establishment to accept a shift in the status quo.

Thus were fulfilled the words once spoken by [Milva](#), companion of the legendary [witcher Geralt of Rivia](#), during the search for [Ciri](#): *"Wars in the future will be fought at a distance."*

Geography

Western Franq is a vast valley, originally formed as an enormous crater of considerable depth, which rain, wind, and the passage of time gradually flattened into a low-relief basin. The valley lacks true rivers of its own only ravines, as several rivers originating in Haakland and Franq converge within it, forming a massive freshwater inland sea that divides the territory in two. Locals call it the Drop due to its distinctive shape. Together with the surrounding mountain ranges, this explains why the region avoided the fate of the Korath Desert.

Climate

The climate of Western Franq, given its proximity to the Korath, is temperate — more specifically oceanic — largely thanks to its great body of water, which softens the heat that would otherwise dominate the region. In addition, the Drop, due to its vast size, generates enough clouds through the evaporation of its waters; these become trapped by the mountains surrounding the area, eventually producing rainfall that repeats in a more or less constant cycle.

Economy

The economy — or rather, the economies — of Western Franq are as varied as the different territories that control parts of the region. However, given the fertility of the soil and the presence of a large body of water, it can be said with certainty that most of them focus primarily on the primary sector. Chiefly fishing, followed by agriculture, and lastly livestock farming. Exports to the western coast are directed mainly toward Toussaint, while in the east they go to Franq, [Kilan-Tal](#) (including Haakland), and to the south toward the neighboring tribes inhabiting the northernmost reaches of the Korath.

Culture

Overview

Both its unique origins and the two centuries of unity as part of the Sangreal Empire meant that, at least for a time, Western Franq shared a common culture. However, slowly but inevitably, this cultural unity began to fragment over the years, giving way to several distinct cultures which, although they still share many similarities, are clearly distinguishable from one another.

Army

Each country of Western Franq possesses its own unique way of organizing, managing, and training its military forces. However, there is one aspect that most of them share: unlike in many other regions, the lack of notable geographic barriers has compelled their armies to develop a wide range of effective camouflage methods adapted to the different environments that make up the territory.

Customs

Despite once having shared a common culture, each country of Western Franq is a world unto itself, and although there are occasional cultural links — such as religion — that connect them to other states, it is impossible to define a unified set of customs across the region as could be done in the Northern Realms, which are far more culturally interconnected.

The only real exception to this rule is the concept of the [knight](#), believed to have Franki origins as patrol forces tasked with protecting their borders. This is why Toussaint maintains errant knights as guardians of its frontiers, having once been the imperial core.

There are, however, those who claim the tradition is far older, brought by the ancestors of the Nordlings not from the land they came from, but from the world they came from. The truth, as usual, likely lies somewhere in between.

Architecture

Another of Western Franq's cultural links stemming from its shared past is its architecture. The region is populated by a range of related architectural styles, bearing some resemblance to the general style of the Nordlings of the western coast, yet with a clear eastern influence, especially in the design of roofs and castles. Additionally, unlike the Nordlings or the Ofieris, domes are rarely used. Instead, the westernfranqi tend to favor elevated rectangular roofs supported by columns, resembling raised platforms or tables.

Art

Art in Western Franq — as well as the ways of expressing and creating it — is very similar to what one might find in Nordling-inhabited territories along the western coast, with one notable difference: the role traditionally held by bards is instead occupied by poets. For a long time, these poets served as the living memory of the region's history, acting as archivists and chroniclers thanks to their ability to memorize and recite vast poems that recounted the past, as well as to compose new ones when the occasion demanded it.

From the 11th century onward, with the arrival of written sources, their role endured — adapting to the new mediums that appeared — though in a more reduced form and competing somewhat more evenly (though not entirely) with

bards.

Coming of Age

The age of majority varies depending on each country within the region, but it is generally quite young compared to the rest of the world. In many places, adulthood is recognized and granted from the moment a boy or girl is capable of “*bringing down*” an adult — not only in the physical sense, but in the broader meaning of the expression.

Currency

De facto, the franc — or Haaklandian franc, as it is known among Nordlings — is a currency used throughout Western Franq. However, the official currency is the appropriately named Western franc — as is called by foreigners —, or yellow franc, made of electrum. It circulates alongside the former, remaining one of the few surviving remnants of the old unity, together with religion.

Discrimination

Since non-humans do not exist in Western Franq (with the exception of witchers in the past and those hidden in plain sight, such as vampires), discrimination against them is virtually nonexistent. Even the witchers most present in Western Franq — the [School of the Raven](#) — did not suffer persecution for being witchers, as commonly happens in Nordling territories along the western coast, but rather for having broken their neutrality.

Xenophobia, however, is more present than in the North, and tends to manifest on a gradient depending on the distance between the various territories that make up the region — stronger the closer they are to one another, and weaker the farther apart they lie.

Education

Education varies from territory to territory. In those where the social pyramid is inverted, it tends to be accessible to many, with only a few excluded, whereas in those with more traditional structures, it is usually accessible to few rather than many, similar to what occurs in the North. In territories with a more tribal organizational structure, access tends to fall somewhere between these two models.

It should also be noted that, unlike the Northern Kingdoms, Western Franq does not possess universities. Instead, it has specialized institutes dedicated to different fields, which sometimes converge to provide a more general education during a brief period of time for those wishing to study, allowing them to better choose their area of specialization. The only exception to this are the magical academies found throughout the various kingdoms.

Gastronomy

Rice has a notable presence across all the countries of the region. However, it is by no means native to Western Franq; it was introduced from elsewhere, and it does not hold the same level of cultural importance that it does in lands farther east. Horse meat is also common, as although the animal is considered sacred by many, this does not prevent its consumption as long as it is done with proper respect. Dairy products, contrary to what stereotypes might suggest, are not widely consumed — that being more typical of Haakland — with the westernfranqi instead obtaining similar nutritional benefits through other foods such as mushrooms, eggs, and certain fatty freshwater fishes from the Drop, which also form an important part of the regional cuisine and appear in one way or another in most dishes.

In some kingdoms, moreover, the consumption of insects — unlike on the western coast — is not frowned upon.

Justice

Justice in most kingdoms is simple, yet brutal and effective, consisting of death for the majority of crimes. Rulers — whether kings or lesser nobles — act as both judges and executioners, as in Western Franq there exists a common belief that whoever delivers a sentence, if it involves violence, must carry it out personally, proving themselves an ideal and just ruler only if they are capable of living with the weight of it on their conscience and acting accordingly

Magic

Magic, much like in the Northern Kingdoms, is primarily the domain of mages. However, unlike in the North, they are not as closely tied to political power. The position of royal advisor can, depending on the country, be held by other figures who also wield magic, though usually in a different — and often lesser — capacity

than mages. Such figures include waqiriruchis, pyşyrdys, kalaçakans, among others.

Similar to the western coast, magic is studied in academies. How “*formal*” these institutions are depends on how much influence a given westernfranqi realm has received from the western coast, and, of course, on the specific magical vocation involved. Even so, most of these academies, given the continued influence of mages, are primarily focused on their training.

Marriage

Marriage is usually monogamous, as in the western coast, across most kingdoms. However, polygamy — limited to two spouses — exists in some territories, practiced by both men and women, mainly among the nobility and the merchant class.

Mentality

As already mentioned, each country of Western Franq is a world of its own; therefore, it is impossible to define a single, unified mindset. The general foreign stereotype portrays the westernfranqi as warlike yet fair people, more level-headed than a Skelliger and less brutish than a Gemmerian. How much of that stereotype truly applies — and to which countries — remains uncertain.

Religion

As in other territories inhabited by Nordlings, the decentralized Nordling religion is the only faith practiced in the region. The earlier tribal and Cuchaq religions were either absorbed into it with the arrival or the majority in populational -and thus cultural presence- of the Franki. The most popular goddess is Melitele, followed by [Epona](#) due to the region’s geography and, consequently, the importance of horses. Various syncretic interpretations of both deities also exist, such as Melitele Epona, to name one example.

Slavery

Due to eastern influences, slavery is practiced within the territory, although this is far from uniform and is limited to a specific number of kingdoms. In those places, a slave represents a social rank even lower than that of a peasant, destined to perform tasks considered beneath even them. In fact, there are cases

in which peasants themselves own slaves.

Society

Most societies in Western Franq are pyramidal in structure, divided into estates, and shaped by feudal, absolutist, or proto-mercantilist systems. In some cases, such as elective monarchies, the social pyramid is inverted, with the monarch or ruling dynasty serving the people rather than the other way around.

Social Structure

As previously mentioned, most societies are pyramidal and estate-based, with little or no social mobility. Alongside these, the region also features tribal social structures, such as those found in the land of the Cuchaq, as well as the already mentioned inverted pyramids present in some elective monarchies, where social mobility is greater, being limited only by the reduction in size of the pyramid as one descends.

Transport Animals

The horse is the primary means of transport in the region, followed by the shaggy camel — or westernfranqi camel — which is used mainly by merchants due to its tolerance for cold, drought, and high altitudes, making it an ideal animal for crossing into the steppes or traversing some of the mountains of the western coast. Lastly, reindeer are used by several of the assimilated groups, such as the Dauk or Wozgor, who migrated to the area in the past.

Writing System

Given that contact with non-human races was minimal — limited only to the brief period when the Franki were present in what are now the Northern Kingdoms — the modern alphabet is used solely by the more western countries of the region, those which, as previously mentioned, maintained deeper ties with their cousins of the western coast.

The rest employ their own alphabets, which were developed over time and are, in most cases, derived from the Franki alphabet — the script used by the Sangreal Empire. This alphabet, in turn, was inspired by the logogram-based writing systems used by some of the peoples of Kilan-Tal, themselves originating from the Imperial script of [Bia Thin](#), dating back to the era when that distant

eastern region was unified under the Jade Empire.

Women's Rights and Sexual Minorities

It is impossible to define a general status for women's rights and sexual minorities in Western Franq, as it varies greatly from country to country within the region. What can be said — at least regarding women — are broad general trends depending on the area. In the western zone, rights tend to be limited; in the central and northern zones, they are equal to those of men; in the eastern zone, women's rights are superior in some aspects and inferior in others; and in the southern zone, they may not exist at all, either for one gender or the other.

As for sexual minorities, only in the central zone do they avoid any form of discrimination, while elsewhere conditions range from persecution to harsh discrimination or more subtle forms of prejudice.

Demographics

The demography of Western Franq is diverse, though given the vastness of the territory, population density tends to be low in many of its kingdoms. The combined population of all the realms is estimated at around 1,500,000 people. Of these, roughly 70% are Franki, while the remaining 30% is divided between pure descendants of the earlier peoples who were assimilated and foreigners from other eastern regions or lands— primarily the already mentioned Cuchaq of the Blue Wolves clan, the Revuqüt, who, after being expelled from Kilan-Tal and partially failing in their invasion of Kaedwen alongside the other Cuchaq clans, were among the few survivors to escape the subsequent Nordling victory. They eventually secured a state of their own in the region, Revuqüt-kara (the Land of the Blue Wolves), though not without becoming, as mentioned as well prior heavily influenced by the Franki majority in various aspects such as language and religion.

People

There is little difference between a western-coast Nordling and a Franki, as the latter are a sub-group of the former. The most notable distinctions are that, since their land was not historically inhabited by [elves](#), there was no elven intermixing; therefore, the unusual hair and eye colors sometimes found among humans with elven ancestry rarely appear among Franki unless they have ancestors from

outside the region. Additionally, due to intermingling with eastern peoples, traits such as epicanthic folds — in their various forms — are relatively common within the population, appearing with a frequency comparable to elven features along the western coast.

All of this often combines with typical Nordling traits — such as blue, grey, or green eyes, or blond and ginger hair in its many shades — giving many Franki a striking and distinctive appearance.

Among the assimilated populations, physical traits are highly diverse. These range from groups such as the Cuchaq — characterized by curly hair, eyes less slitted than those of the Kilanti, and a slightly taller stature than the latter, with skin tones that vary from alabaster to sun-kissed and even mocha, alongside black or fiery red hair; men commonly wear full, thick beards, while women tend to have long, wavy manes — to individuals in the southern regions near the borders of the Korath, whose toasted complexions are the result of Franki/Korathi mixing and who are therefore often regarded as “*foreigners*” by the former. At the other end of the spectrum are assimilated Dauk and Wozgor peoples who could easily be mistaken for Nordlings in terms of physical appearance.

Examples of Westernfranqi Names

Unlike on the Nordling territories of the western coast, names in Western Franq follow a different structure, with slight variations depending on each territory: surname or surnames, second name (if present), and finally the given name.

Additionally, a person may sometimes receive a formal nickname formed from a fusion of their surnames or of their surname and second name, which is used in various formal contexts.

Male Names

Aarono, Abnero, Abdulkadyr, Abrahamo, Ädhäm, Adoniso, Agamemno, Agrikolo, Äğzam, Ahmyetgali, Aĥabo, Aĥașveroșo, Aĥemeno, Aĥerono, Aĥilo, Ähnäf, Ähsän, Ähtär, Aidarkhan, Aisä, Aisja, Ajakso, Ajko, Ajumuo, Akhat, Akifumio, Akihiso, Akișigeo, Akijoșio, Akijukio, Akimaso, Akimio, Akimitsuo, Akinobuo, Akinorio, Akisado, Akitoșio, Akitsuguo, Akteono, Alano, Alariko, Alcestiso, Aleksio, Alico, Alio, Alikber, Alkajo, Amaleko, Ambrozio, Amerhan, Ämircan, Amono, Amoso, Änäș, Anaĥarsiso, Anakreono, Anatolo, Andruo, Anĝelo, Anrio, Apolono, Aqbars, Areso,

Argento, Arguso, Arhîmedo, Aristarho, Aristido, Aristofano, Aristotelo, Armelo, Arono, Artakserkso, Artemono, Aryslan, Asgat, Asklepio, Atenagoro, Atilo, Atomuo, Atsuşio, Atsujo, Aŭgio, Aŭgusteno. Äxmätzäki, Äxmätzyan, Aydar, Azgar, Bädretdin, Bakhram, Baytimer, Biktimer, Bilyaletdin, Buladämîr, Bulatämîr, Cäüdät, Çayan, Chayan, Cihansha.

Female Names

Aierkana, Alide, Aline, Alira, Almire, Almixan, Altun, Amanet, Arife, Atunis, Aylale, Aynaz, Aynezer, Aypasha, Ayros, Ayshem, Aysman, Ayzöhr, Bargi, Berginaz, Bexit, Bilginaz, Chimengül, Cholpan, Dilaram, Dilare, Dilber, Dildane, Dîlfina, Dîlfuze, Dilhumar, Dilnar, Dilnigar, Dilraba, Dilruf, Dil'uz, Dürdane, Durnyam, Edine, Efruz, Efruze, Ela, Eldane, Elfîre, Ferine, Fernaz, Filore, Filure, Firdon, Firqet, Göher, Göher'ay, Güher, Gulasma, Gülbahar, Gülber, Gülberna, Güldane, Gülgine, Gülhayat, Gulhumar, Gulijienaiti, Gulimina, Gulinazha, Gülkewser, Gülmihre, Gülnezer, Gulnigar, Gülruf, Gülsedef, Gülshah, Gülshen, Gülsurux, Gülxan, Gülyar, Gulyasiman, Gülzare, Gülzepper, Gülzire, Hanipa, Harmat, Harmatka, Hatidzse, Havaska, Haynalka, Hêda, Hêla, Helén, Heléne, Hella, Helza, Heni, Héra, Heszperia, Hiacinta, Hieronima, Hilária, Hildegárd, Hilka, Hippia, Hippolita, Hippolüté, Holda, Honóra, Honoráta, Honória.

Gender-neutral Names

Bayaz, Bulbul, Dildar, Dilnur, Firdaves, Gubi, Jülyen, Liliom, Marci, Tonsi, Qalbinur, Shukran, Wumuti, Xäliulla, Xoday, Yehiya, Yoldyz.

Language (s)

The lingua franca of Western Franq, unlike its larger counterpart Franq — where several languages coexist on relatively equal footing — is Common Nordling. However, due to greater isolation from the rest of the Nordling lands, there are regions where Common Nordling has evolved into entirely new languages, where local dialects are on the verge of becoming separate tongues, or where it coexists with evolved forms of the languages once spoken by the ancestors of certain Franki — remnants of the many languages the Nordlings brought with them upon their arrival.

Political Composition

Western Franq, much like its larger sister Franq and its political progenitors — the early Northern Kingdoms — is composed of a collection of monarchies of various types sharing a common origin. Within Western Franq, these states divide among themselves the vast expanse of the valley. Due to the region's largely flat geography, conflicts — though usually small in scale — are relatively frequent. The most common forms of monarchy include feudal, absolutist, parliamentary, and elective, alongside several other types of government unique to the region.

Relations with the Rest of the Western Coast

Relations with Nilfgaard are limited, though existent, as the empire's northern conquests have granted it relatively easy access to Franq. The only factor preventing further expansion in that direction is that the sole route passes through a mountain pass. Unlike in most Nordling territories, Nilfgaard is not regarded with suspicion, disgust, or fear, but rather with a measure of respect.

Relations with the other Nordling countries vary depending on proximity, yet in general — prior to the [Temerian](#) explorer [Fabio Sachs](#)'s expedition to the Far East in the 1280s — Western Franq was long perceived as the true East, rather than merely a small part of it.

Notable Westernfranqis

For the full list of known Melukkans, see [Category:Westernfranqis](#).

Alchemists

- Budai Hanipa

Aristocracy

- Frank
- Samürgf III
- Victor "the Melancholic"

Historians

- Balog Vilmos

Notable Locations

Bodies of Water

- The Drop

Castles

- Castelle Granik
- Castelle Mlada
- Castle Sannar
- Castle Sartsi

Cities

- Castelle Ras
- Dvekgraad
- Kanok
- Lopostol
- Meluu
- Naegef
- Temezch

Forests

- Erd Szikla
- Erd Varji

Fortresses

- Aast Iontah
- Aast Klandor
- Taise Iontah

Kingdoms

- Alvaym

- Bokaina
- Bozorkan
- Freike
- Gutac Vatr
- Kamuloduno
- Kígyódom
- Kiláde
- Jallowmër
- Lechya
- Rastenia
- Revuqüt kara
- Savmeda
- Semzlata
- Temezch
- Vratistor

Lakes

- Istinshai
- Järve Luswoyo
- Jehzo Hertheg
- Lakes of Furnaj
- Ohzo Ladylka

Monasteries

- Monasyr Lelet
- Monasyr Muskush
- Monasyr Pero
- Monasyr Radgavad
- Monasyr Róde
- Monasyr Smaerg
- Monasyr Svaaga
- Monasyr Svarothz
- Monasyr Vela
- Monasyr Yarl

Mountains

- Cosha Mountains
- Dintiis Mountains
- Vela Jesetra

Mountain Passes

- Klandor Pass
- Nyirghaza Pass

Ravines

- Bandig
- Bezhec
- Jehzo Bandig
- Jehzo Nagyey
- Jehzo Ras
- Koswich
- Goyres
- Had
- Lazac
- Neretva
- Nyira
- Ras
- Sretta
- Spiel
- Svaaga
- Turi
- Vdova
- Zavjo

Towns

- Buthol
- Kibuli
- Namoinjat
- Padavod
- Schilitzco

Villages

- Curluu
- Rumavod
- Skala ´tya
- Vilgo
- Yudvi

Image Credits

- *The Witcher Western Coast Extended Map* by [Anonymous](#)[↗]

Trivia

- The main inspirations for Western Franq are [Bulgarians](#)^[W], [Hungarians](#)^[W], [Chechens](#)^[W], [Georgians](#)^[W], [Azerbaijanis](#)^[W], [Lezgins](#)^[W], [Armenians](#)^[W], [Tatars](#)^[W], and similar groups that exist at the crossroads between West and East. There are also slight influences from [Kazakhstan](#)^[W] and related cultures, as these serve as inspiration for a part of Franq — specifically its easternmost regions.
- The [Haaklandian franc](#) is mentioned in *The Witcher 3: Wild Hunt* in various documents found on different notice boards throughout the game.
- Most of the notable locations of Western Franq are taken from this map made by [Lubrica8tedLad](#)[↗].
- The existence of Western Franq within the canon, as well as the Sangreal Empire, is “pseudo-confirmed” by the following fragment in *The Witcher 3: Blood and Wine*, from the book [Noble Houses of Toussaint: Volume LVII: Sangreal \(alternatively Sang Real, literally Royal Blood\)](#) — *The legendary line which some trace back to the first lords of the lands now lying in Toussaint and northwestern Haakland.*
- The hairy camel is a direct reference to the [Bactrian camel](#)^[W] (*Camelus bactrianus*), not to be confused with the also-named [wild Bactrian camel](#)^[W] (*Camelus ferus*).



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